



# DIGITAL PRESS



APRIL 1, 1992  
Special Edition  
\$1.25

## SPECIAL SPRING SPECTACULAR

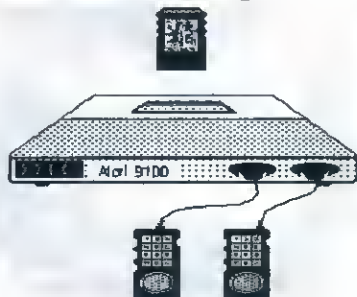
We thought it would be nice to put together a special "spring" edition to herald the season of growth. That's what life is, after all, isn't it? We sow the seed. Nature grows the seed. We eat the seed.. Can you see the timeless beauty in that? Anyway, kick back and enjoy. Digital Press #4.5 rolleth...

## ATARI 9100 CONSOLE UNVEILED

by Joe Santulli

Just when we all thought Atari had given up on their line of 8-bit machines, they unveiled the somewhat incredible Atari 9100, a system that, according to spokesman Joseph Blough, is "the 7800 PLUS half of the 2600" (9100 = 7800 + 1300). This figures right into the already impressive line of Atari numbered consoles.

The unit should be available by Christmas '92 and first peeks of it were given to the staff here at Digital Press. While we found most of the first titles to be rehashes of already rehashed classics (*Super Asteroids Deluxe*, *Ms. Donkey Kong*, *Doctor Pac-Man*), there were a few sparkling gems among the rubble. We all enjoyed the cutesy graphics found in *Soul Possessor 3-D*, and the fast-paced frenzy of *Championship Backgammon '92*, but there was no doubt about what we felt was sure to be Atari's number one seller for the 9100: *Golf*.



THE ATARI 9100

*Golf* features nine holes of realistic action in four-color, multi-screen gameplay. You can play as any one of two fictional golf legends, select from a bag of clubs, and play with either a white or yellow ball. Atari went all out on this extravaganza!



"SUIT 9100"

There's even a musical accompaniment to the tune of "charge" just before you drive the ball down the fairway. The only thing missing from the game are the greens and putting sequences, but that's understandable given the system's

limitations.

That's not all, however. Blough also stated that peripherals are "in the works" for the 9100, and should include a gun that actually shoots paint pellets onto the screen (Parents, relax! These are water soluble paints!), a "virtual reality" suit that the gamer wears to make him actually feel like he's "inside" the game, and 3-D glasses for games like *Hooters II* and *3-D Solitaire*. The prices range anywhere from \$29.95 for the gun to \$14,999.95 for the virtual reality suit. Details to follow.

### In This Issue:

- Atari 9100 Unveiled
- Consumer Q&A
- Complete SuperGame List
- Where to Get FREE Games!
- RANDOM Reviews!
- Press Profile: Joe Santulli
- Closet Classics Vol. 4.5
- Classified
- NOTE-worthy

### PG

- 1
- 2
- 2
- 3
- 3
- 6
- 6
- 7
- 8

If you're an Atari fan, rejoice! Excitement has a new name, and it's the Atari 9100!

## CONSUMER

# Q & A

*Let's face it. Money is tight, and there are plenty of games to be bought. So which ones do you buy first? What system fulfills your expectations? What should you steer away from? If you trust us on anything, trust us here.*

**Q:** I've got a question. I've been seeing a lot of hoopla about the Nintendo Super Scope for the SNES. My question is this: Are there really rat feces in meat by-products, such as frankfurters?

**A:** Although Nintendo would not comment on this, several recent documentaries state that yes, there are rat feces in your hot dogs. Most manufacturers of these by-products are quick to state, however, that a certain amount of rat feces can be okay for your system.. It's only when you start consuming mass quantities will you begin to experience discomfort or death.

**Q:** Are there any "golf" games for any of the systems you cover? I'm an avid golfer and would really like to play more golf in my spare time at home.

**A:** Strangely enough, there aren't any "golf" games available as this issue goes to press. It's possible that cramming yards and yards of fairway and lush countrysides into a tiny microchip is still too advanced for today's technology. SNK's Neo-Geo, sporting not one, but TWO computer processors, may be able to handle a hole or two, but that wouldn't be real golf, so they scrapped it to do another one of those "giant monsters brawling it out over detailed cityscapes" games. Oh well.

**Q:** How does a 16-bit processor exceed the 8-bit machine? Does this mean the speed is twice as fast or is there more memory available for enhanced graphics and sound?

**A:** Just who do you think we are, Mister Smarty-pants, rocket scientists? Do we have to start limiting the questions to "YES or NO"? If we get any more questions like this we'll just call the whole thing off!

## Checklist Central

### COMPLETE SUPERGAME CHECKLIST

You have to find a real die-hard gamer if you want to know about the JCS SuperGame System, a console so rare that few have ever even seen it, let alone play on it. Available from March thru June of 1984, the SuperGame featured state-of-the-art graphics and sound (thanks to a special sound chip manufactured by the good folks at Data Age), and controllers that fit around your hand so comfortably that you might have found yourself walking around your house or work with one because you forgot to let it go!

- [ ] Accountant Wars
- [ ] Ant Wrestler
- [ ] Burger King: The Game
- [ ] Cosmic Lobster People --
- [ ] Frog Fighter '84

- [ ] Gnat's All Folks! \*
- [X] Golf
- [ ] Hairlip Hijinx
- [ ] Joe Pisarcik SuperSport Football
- [ ] Leon Spinx SuperSport Boxing

[ ] Lunar Leper (J)  
 [ ] Manny Mota SuperSport Baseball  
 [ ] NFL Hockey  
 [ ] Ninja Nun  
 [ ] PotatoMania \*  
 [ ] Revenge of Cecil  
 [ ] Rocks Ahoy!  
 [ ] Skunk Boy in Lingerie Land  
 [ ] Space Salmon  
 [ ] Summertime Smile Factory --  
 [ ] Sword of Sheboygan  
 [ ] Weed Patrol ++, \*

[ ] Where's the Beef  
 [ ] Zombie Poker

**KEY:**

*Ital* prototype  
 (J) requires special jetpack controller  
 [X] built into system  
 ++ rated highly  
 -- rated low  
 \* tough to find

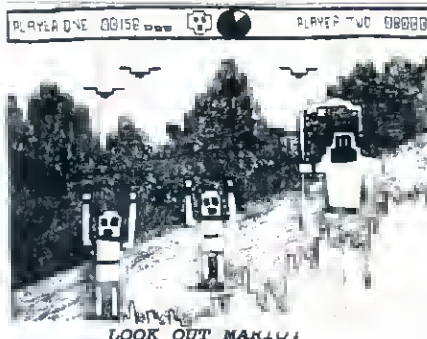
# R a N d O m R E V I E W s

by DIGITAL PRESS STAFF

## SOUL POSSESSOR 3-D ATARI, FOR ATARI 9100

| ELEMENT  | JS | KY | BS | JA | KO | HH |
|----------|----|----|----|----|----|----|
| GRAPHICS | 9  | 8  | 7  | 9  | 7  | 8  |
| SOUND    | 8  | 8  | 8  | 9  | 8  | 8  |
| GAMEPLAY | 7  | 7  | 8  | 10 | 5  | 8  |
| OVERALL  | 8  | 7  | 8  | 9  | 6  | 8  |

Here's a game you haven't seen on the shelves yet, because the system is still in pre-production! But rest assured, the incredible Atari 9100 is on its way, and this hot game should be one of your first purchases! It's *Soul Possessor 3-D*, a visual feast and a must-have for all

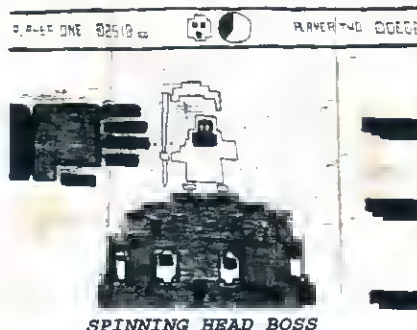


Mario-Sonic-Bonk game lovers, because it features the same type of cute, whimsical characters in a lighthearted romp through the Abyss!

Just like the aforementioned game characters, *SP 3-D* (and probably scores of future Atari 9100 games) features its own loveable character. Only this isn't a plumber, a hedgehog, or a caveman, it's the Grim Reaper himself! Now that's what I call going for the gusto! Add to this the 3-D goggles that come packaged with

the game, and you're off to work! The basic premise of the game is to hop onto the onscreen foes' heads, thus "stealing" their souls. Once you collect 100 souls, you can buy powerups which include a pitchfork, a passkey to an earthly plane, and a disguise to prevent foes from noticing you.

The simple graphics only enhance the sprightly theme, while the cheery background themes ("Rock of Ages", "Mephisto Waltz") produced by the great sound processor help bring the game to life. The 3-D effects are adequate, but not especially groundbreaking. The effect of flames shooting out of your onscreen persona's nostrils is a nice touch, as is the spinning head boss



you'll have to deal with at the end of level one.

This game is a winner in almost every category. If this is what we can expect from

future 9100 releases, look out Nintendo and Sega. This new kid in town means business!

**TIP:** Sometimes a soul can't be captured by just jumping on it. Use your special powerups like the Cash item to "lure" the soul into your grasp.





-Joe Santulli



ANNICK

"I hope this game spawns a whole slew of Grim Reaper-based games. He's gotten a bad rap in the past and *Soul Possessor 3-D* finally does him justice. I especially like the decapitation scenes."

"I was a little disappointed with *SP 3-D*. We've seen enough of this type of game before. Why not make the Grim Reaper eat dots in a self-contained maze? Now THAT would really be fun."



OLENIACZ

## MARIO'S HEDGEHOG HUNT NINTENDO, FOR SUPER NES

| ELEMENT  | JS | KY | BS | JA | KO | HH |
|----------|----|----|----|----|----|----|
| GRAPHICS | 4  | 5  | 5  | 3  | 4  | 8  |
| SOUND    | 9  | 6  | 6  | 7  | 6  | 8  |
| GAMEPLAY | 3  | 5  | 5  | 2  | 5  | 10 |
| OVERALL  | 4  | 5  | 6  | 3  | 5  | 9  |

In this rather tasteless game, you play "Super" Mario (again), on a hunt in the local Zoo. Your game, a blue hedgehog that moves real fast. Not only does this exemplify poor sportsmanship on the part of Nintendo, but the quality of gameplay is rather weak as well, especially considering the SNES' 16-bit potential.

The first gripe I had was when, in the opening screen of the game, a blue hedgehog character appears in large, detailed style, waving its little finger in the air, to be followed shortly afterwards by a gunshot and then a dead blue hedgehog displayed equally impressively in little pieces all over

the screen. I mean, what's the point? After a brief fanfare, the game is afoot.

But wait - what's the game? This hedgehog character can barely move, let alone provide a worthy opponent in this game. In fact, I literally ran circles around it after about ten seconds into level one. Aiming is automatic, and your shotgun can pretty much take out a blue hedgehog in one shot every time. I ask you, where is the challenge in that?

The graphics are decent, but there isn't much of them. Instead of having trees or buildings or something hiding the hedgehog's location, there is nothing in this Zoo except an occasional stone (which you can throw at the hedgehog for bonus points), and if the computer-controlled hedgehog tries to hide behind one of these, it flashed bright orange and loud buzzers blare out of the speakers.

There are a few good points. A few. The squeal the hedgehog makes when hit by a salvo of shot is pretty convincing, as are the various "splat" and "thud" sounds typical to this type of game. Don't bother with this one, folks, neither of these characters are particularly interesting anyway.



-John Annick



HIRSCH

"It was just a matter of time before one of the big videogame companies snapped. I really like this latest Mario offering, it's a great stress reliever for those of us with a real-life hedgehog to deal with."

"Wow, I guess now we all know what color hedgehog blood is! I hope Sega counters with something like 'Sonic's Revenge' where Mario drowns due to neglecting his plumbing duties."



SCHULTZ

## TOURNAMENT BASKETWEAVING ELECTRONIC ARTS, FOR GENESIS

| ELEMENT  | JS | KY | BS | JA | KO | HH |
|----------|----|----|----|----|----|----|
| GRAPHICS | 8  | 8  | 9  | 8  | 7  | 9  |
| SOUND    | 6  | 6  | 5  | 6  | 5  | 7  |
| GAMEPLAY | 1  | 2  | 2  | 3  | 1  | 4  |
| OVERALL  | 5  | 5  | 5  | 4  | 4  | 6  |

It was just a matter of time before the EASN (Electronic Arts Sports Network) series went a step too far. No one expected them to put this PC conversion out for the Genesis before the highly-touted *Earl Weaver Baseball*, but here it is, the first ever videogame for senior citizens, people with poor social lives, and mental patients.

The object of the game is to construct a highly creative basket using a limited amount of supplies (based on the skill level you select). This basket will be judged by a panel of internationally renowned basket-weavers (Electronic Arts claims they have used the actual parameters derived from these critics) for originality, durability, and resourcefulness. You can compete alone against a computer player, play head to head against a fellow weaver, or, in a welcome addition, play cooperatively with your friend, one player controlling the needles and the other picking the supplies from the sack.

The graphics are pretty nice, typical of other games in this genre, depicting the hand-crafted straw knit in lush, earthy detail. Your onscreen "hands" are pretty realistic, too - you can even see arthritis kicking in after a particularly hard weave. Once again, Electronic Arts has given us the "Instant Replay" feature to review excellent (or terrible) hand movements. Sound effects are limited to a few tinny noises, with the background dredging out a somber muzak score. Nothing really interesting in this category.

If you happen to have a weekend to spare and were looking for a sports game unlike any other, check out *Championship Basketweaving*. Then check out of the institution you were sentenced to.

**TIP:** Try to keep your fingers from moving too fast near the end of a basket. Too much joystick motion can cause instant arthritis to your onscreen hands.



-Kevin Oleniacz

"Awful gameplay enhanced by knockout graphics still doesn't make a game a good game. I've done plenty of basketweaving in my spare time, and I know that there's a lot missing here. Electronic Arts rushed this one out."



SANTULLI



YOUNGMAN

"Nothing really new here. I'd like to see a sports game on Macrame or Pottery. Nobody ever thinks to try out something creative like that. It's always 'basketweaving' for these big-time software manufacturers."

## RESEARCHERS NOT NEEDED

We're not building an encyclopedia of the pre-Nintendo video era and wouldn't like your input! Not needed: title, manufacturer, system, # players, # levels, # screens, game genre (ie. sports, maze), a brief (3 sentences max) description, and a numerical rating from 1-10 on a) graphics, b) music/sound, c) gameplay, and d) overall. Don't send as many as you like. Don't ask for **free** materials for additional research, because we won't give them to you. All contributors will not be credited on final product. No computer software!

## PRESS PROFILE: JOE SANTULLI



NAME: Joe Santulli

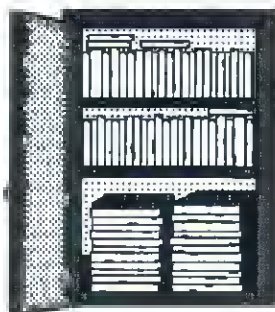
AGE: 26

OCCUPATION: Online Consultant for IMS America

HOBBIES: Chemistry, Electronics, and conducting experiments on exhumed corpses.

DATA: "Joe", as his friends call him, has been into videogames for quite awhile. After burning an image into the living room television set after hours of Odyssey Tennis, Joe had to play games on his own TV, locked in his room. He's hardly ever been seen since. Joe is currently working on Digital Press #5, hoping he will still have a reader after this issue goes to press.

CLOSET



CLASSICS

## VOLUME 4.5

by Digital Press Staff

Here are this issue's entries in the "sleeper" category: those games that received little attention despite the hours of enjoyment we had with them:

1. **Dracula** by Coleco (for Colecovision) - Also released for the Intellivision in a



PRETTY IMPRESSIVE, EH?

much different format, *Dracula* features all of the best elements of role-playing, action, and puzzle solving rolled up into one

classic game. The graphics are sharp and far beyond anything else for its time. The most amazing aspect of the game, however, is the fact that the stubby controller and keypad that was to be one of the "down" sides of this classic

system worked surprisingly well in this game. There are rooms, rooms, and more rooms to explore as you seek out "the count"! A real "sleeper", this one ranks among the best.

2. **Mondu's Fight Palace** by Activision (for Genesis) - Although delayed time and time again, when Mondu was finally released, few people took notice. This battle against aliens in an arena truly set the standard for fighting games of the nineties, when we realized that the enemy was not man, but ourselves. The final battle against Mondu himself should leave any gamer feeling average.

3. **The Incredible Hulk** by Parker Bros. (for Atari 2600) - One of the last releases for Parker Bros. was this little gem based on the popular comic book



UNUSUAL PERSPECTIVE

character. As the title character - or Bruce Banner, his weaker counterpart, you get to dash through a maze of streets and buildings in an unusual three-level

screen. You can get from one level to the next via open manholes and ropes. Although the gameplay is reminiscent of *Pitfall!*, the power-up option (where you become the Hulk) adds a nice touch. Unusual graphics and sounds add to the already excellent gameplay.



## HISTORY POP QUIZ #4: CARTS

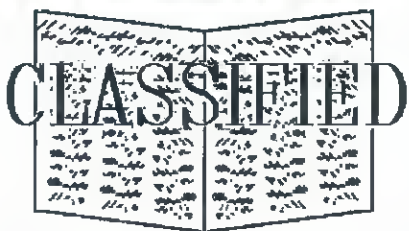
Silhouetted against the Manhattan skyline are several popular (and not so popular) cartridge cases from videogame history. Can you guess which cartridge case was made by which company, and for which system?



ANSWER to QUIZ # 3:

We're not telling you. You have to wait until Digital Press #5, due out April 20th.

### DIGITAL PRESS



Looking for used or hard-to-find cartridges? Want to sell something to a collector? Let DIGITAL PRESS help. Send us your ad and we'll print it, free of charge!

**WANTED:** Swimsuit models, figure skaters, ballerinas, or any other women with long legs. **FOR SALE:** Intellivision carts B-17 Bomber, Space Spartans, Lock n Chase, NHL Hockey, Night Stalker, Star Strike, in boxes w/instructions, \$5 each; Atari 2600 carts Megamania, River Raid, Space Invaders, Missile Command, California Games, Defender, Asteroids, Yars' Revenge, Berserk, \$3 each. Joe Santulli, 29 Cupsaw Ave., Ringwood, NJ 07456-2919.

**FOR SALE:** Over 60 Atari 2600 carts w/ instructions - send for free list!; Atari XE Gato (new - \$7);

Genesis Back to the Future III (like new - \$35); Commodore 64 games also available. **WANTED:** A new car. Write or call: Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ, 07456. (201) 835-8156 after 7pm weeknights, anytime on weekends.

**WANTED:** An answering machine so that my friends know that I'm still alive. Write: John Annick, 68 North St. Winooski, VT 05404 or call (802) 655-3651.

**WANTED:** Odyssey II Power Lords and Pink Panther. Steve Bender, 727 N. 4th Ave., Kent, WA 98032 or call (206) 850-3152.

**FOR SALE:** Atari 2600 Zaxxon, \$7; Mountain King, Masters of the Universe, \$6 each; Atari 5200 Pole Position, Star Raiders, \$5; Intellivision Night Stalker, LV Poker & Blackjack, B-17 Bomber, Advanced D&D with box & instructions, \$3 each; PBA Bowling, Pltfall, NFL Football, Auto Racing, Frogger with box & inst, \$2 each; Space Battle, Astrosmash, Star Strike, Armor Battle, PGA Golf, Tennis with box & inst, \$1.50 each; Space Spartans, Demon Attack, Armor Battle without box & inst, \$1 each. Include \$1 postage for 1st cart, \$.50 for each additional. David DiSalvatore, 2015 Newhaven

Dr., Baltimore, MD 21221-1740 or call (410) 574-3012.

**FOR SALE:** Over 150 different Atari 2600 games. Also Atari 5200, ColecoVision & Intellivision. Write Jeff Adkins, 11 Windsor, Attica, NY 14011 for list or call (716) 591-1519.

### DIGITAL PRESS

29 Cupsaw Ave.

Ringwood, NJ 07456-2919

#### EDITOR

Joe Santulli

#### WRITERS

Kevin Oleniacz  
Bill Schultz  
Karl Youngman  
John Annick  
Howard Hirsch

#### CONSULTANT

Liz Nardella

#### NEXT ISSUE:

- Random Reviews!
- Closet Classics!
- April Fools.

Shipping Apr. 20th! Order now!

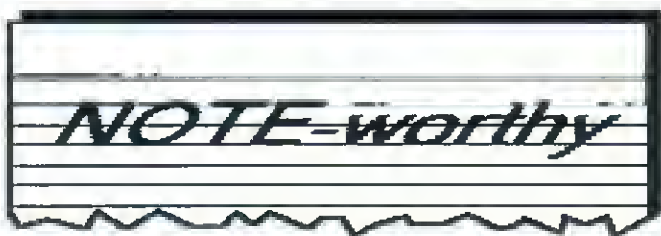


All written material and art c Copyright Joe Santulli 1992

If you fell for a word of this nonsense, All game titles, pictures, character names and representations are owned by their respective companies and are not affiliated with DIGITAL PRESS.



**DIGITAL PRESS**  
29 Cupsaw Avenue  
Ringwood, NJ 07456-2919



#### **NEC FOLDS!**

It was bound to happen sooner or later. NEC Technologies announced this week that they will be dropping their line of Turbografx-16 products. Owners can still find support, however. Denny's (the hamburger place) has bought the remaining stock of Turbo hardware and software. As an incentive to Denny's customers, a free *Bonk's Revenge* will be given out with the purchase of a small fries and soft drink.

#### **WHERE'S BRENNAN?**

Viewers of the Gamepro television show have been asking this important question. Apparently, Gamepro has attempted to pick up the pace of the show by dropping co-host Brennan Howard. Fans will remember Brennan for such poignant phrases as "You're stoked!" and "Bonk rules!!! Bonk!

Bonk! I'm Bonking!!". Fans hope that Gamepro will also drop host J.D. Roth in future shows, leaving the entire half hour to looking at passwords and NES game screens.

#### **MAN KILLED BY SUPERSCOPE**

NES's new Super Scope 6, a "laser" guided light gun for the Super Nintendo system, is being recalled! While playing a "harmless" game of *Blastris*, New Jersey resident Hugh Jass accidentally fired a beam into his own back. The demise of Mr. Jass has raised some questions about the safety of the product, and NES recalled the entire stock of over 500,000 units. It looks like this mishap will cause delays in future peripherals "WidowMaker 5000", "The Turret Controller", and "Video Grenade" that were due out this fall.

#### **GOLF ON THE RISE**

This strange game called "golf", which has apparently been taking the nation by storm, may be a candidate for video game translation! In case you haven't heard of it, the basic idea is to sink a tiny ball into a tiny hole eighteen times by hitting it with a bat-like metal rod.



Sean Kelly  
5789 N. Milwaukee  
Chicago, IL 60646

4-15-92

Dear Joe,

After reading the April "Fandango" column in Video Games & Computer Entertainment I decided your Digital Press fanzine would be something that interests me. I am more interested in the older game systems, but I do own a Genesis that I enjoy quite a bit. Here's a quick listing of the game systems I own:

Atari 2600  
Atari 5200  
Atari 7800  
Intellivision  
ColecoVision  
Vectrex  
Genesis

I am a big collector of the older game systems. I have just under 1000 cartridges for the systems listed above (including a few rare and prototype games) as well as at least three of every SYSTEM itself. In the case of Intellivision I have roughly forty units (YES - 40 - don't ask <grin>). I also do quite a bit of trading and am always looking for people interested in doing the same.

I read in Fandango about your checklist of ColecoVision cartridges which I am extremely interested in. I have quite a few rare ColecoVision cartridges that I would be curious to see if they made it on your list.

Anyway, I have enclosed a check five dollars for four issues of your fanzine. It seems to me that the January issue that has the ColecoVision checklist is not current, but if it is at all possible I would like to get that issue as one of my four.

Looking forward to some good reading. Thanks.

Sean Kelly